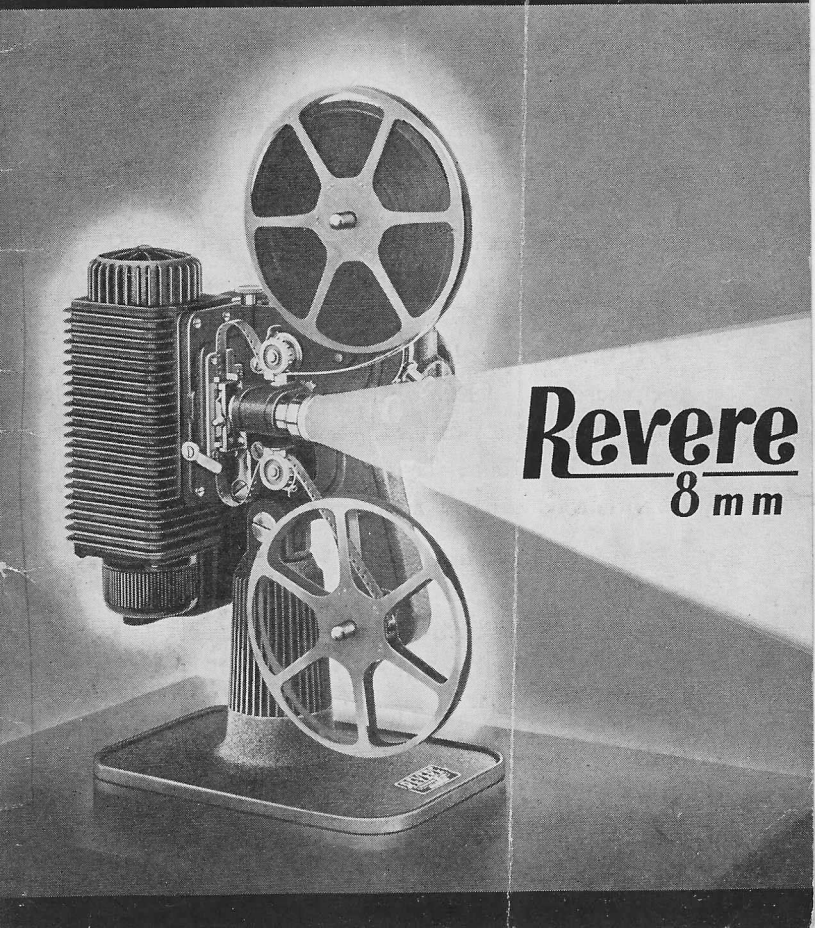
REVERE PROJECTOR
Instructions



Revere
8 mm

Registration Card

A Revere registration card is included with your projector. Please check the number on this card with the serial number you will find just above the switch plate in the back of the projector. Any variation in number should be noted on your card. Please give complete information requested on the card, and, to insure accuracy, please PRINT. Send card within ten days after making purchase, to the Revere Camera Company, 320-336 East Twenty-first Street, Chicago, Illinois. This is important. The guarantee does not go into effect until you mail the registration card.

REVERE CAMERA COMPANY

General Offices

320-336 East Twenty-first Street

Chicago, Illinois

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Know Your Projector

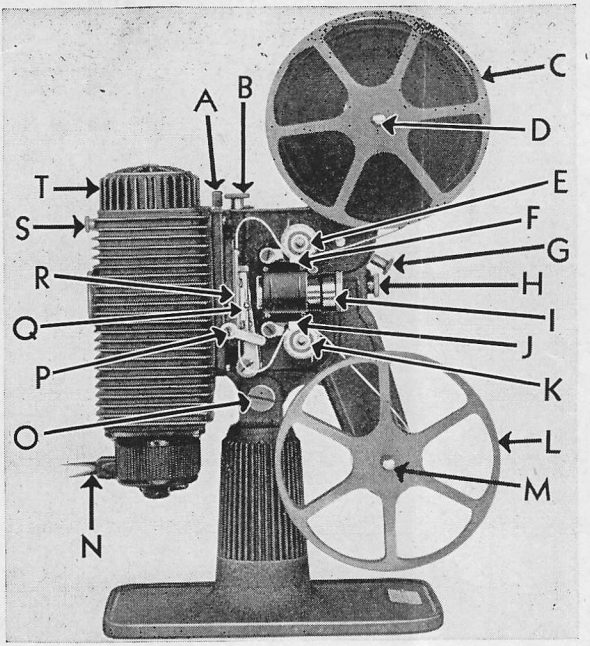
Whether you are a *novice* or an experienced operater you will find it advantageous to spend a few necessary minutes reading the following instructions. First, we suggest that you become acquainted with your Revere Projector and learn to operate the *simple* controls. Most beginners prefer to read the instructions through once and then to set-up the projector before them and "step by step" study and operate the controls before threading the film. When confident that you *know* your projector, procede by threading the film and *start* projecting your pictures.

Placing the Projector

Remove the projector from the case. Place it on a firm table or a stand. The Revere Projector has been thoroughly inspected, tested and oiled before leaving the factory. It is *ready* for use. When setting up the projector, take into consideration the proximity of an electrical receptacle and the distance from the screen. See Page 10 for projected picture sizes.

Current and Switches

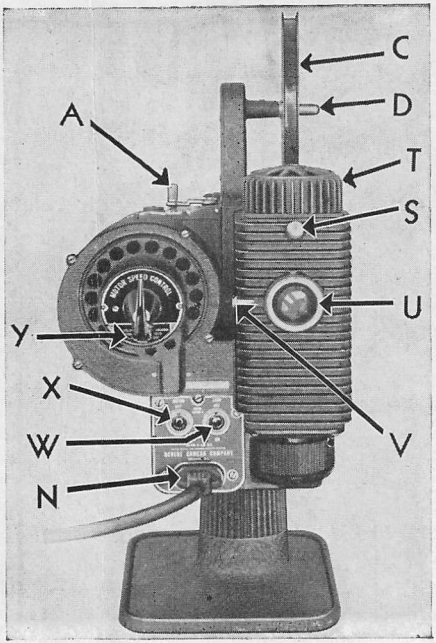
The Revere 8mm. Projector, is equipped with a universal type motor which operates on 105 to 120 volts, either A.C. (alternating curent) or D.C. (direct current). The motor switch "X," Picture 2, controls the operation of the entire projector movement. The lamp switch "W" controls the current for the lamp and illuminates the lamp only when the motor switch is turned "On." The lamp can be turned "Off" *independently* of the motor switch.



PICTURE 1

Parts Referred to in the Instructions

A. Clutch control lever
B. Framer knob
C. Feed reel
D. Feed reel spindle
E. Feed sprocket
F. Feed sprocket guide
G. Rewind and take-up lever
H. Hand operating knob
I. Projection lens
J. Take-up sprocket guide
K. Take-up sprocket
L. Take-up reel
M. Take-up reel spindle
N. Plug and cord
O. Tilting screw
P. Film gate lever
Q. Removable aperture shoe
R. Film guide plate
S. Lamp hood screw
T. Lamp hood



PICTURE 2

Parts Referred to in the Instructions

A. Clutch control lever
C. Feed reel
D. Feed reel spindle
N. Plug and cord
S. Lamp hood screw
T. Lamp hood
U. Reflector
V. Reflector locking screw
W. Lamp switch
X. Motor switch
Y. Motor Speed control

The Clutch Control Lever

The clutch control lever "A," Pictures 1 and 2, is located on the top of the fan housing. It has two positions, "In" and "Out." When it is set at the "In" position and when the motor switch "X" is turned "On," the film movement mechanism, motor and *double blower* system will operate. When the clutch control lever is disengaged by turning it to the "Out" position, the film movement mechanism is stopped; however the motor and the *double blower* will continue to operate until the motor switch is also turned "Off." **ALWAYS PLACE LEVER IN "OUT" POSITION WHEN PROJECTOR IS NOT IN USE.**

IMPORTANT—To avoid burning the film, always switch clutch lever quickly—avoid dragging action.

The Rewind and Take-up Lever

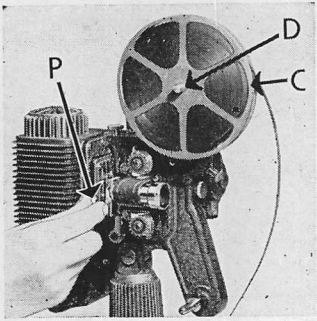
The rewind and take-up lever "G," Picture 1, is located in the front of the projector. To set the lever for "rewind" it is moved up and for "take-up" it is moved down. When threading the projector and when projecting pictures, be sure to set the lever down to "take-up" position. Set lever at the "rewind" position when the projected film is to be rewound from the take-up reel. IMPORTANT: Move the rewind and take-up lever completely when adjusting positions.

To give motor greater power, and to obtain faster rewind, turn Rheostat to high speed.

The Film Gate Lever

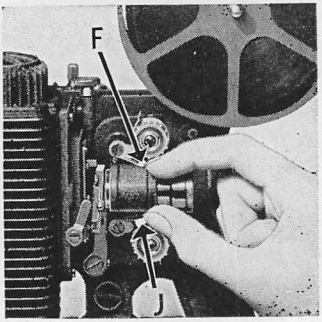
The film gate lever "P," Picture 1, is located on the lens side of the projector. It controls the opening and closing of the film gate. When the lever is pressed down it *closes* the film gate and when pulled upward it *opens* the film gate. The film gate lever should always be closed when projecting pictures and opened when threading the film.

How to Thread the Projector



PICTURE 3

D. Feed reel spindle
C. Feed reel
P. Film gate lever



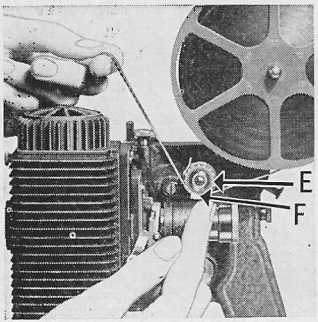
PICTURE 4

F. Feed sprocket guide
J. Take-up sprocket guide

Place the feed reel "C" on the feed reel spindle "D" and *gently* press the reel onto the spindle so that the trigger finger of the spindle engages with any one of the key notches of the reel hub. Be sure that a 15 inch length of the film comes off the reel as illustrated in Picture 3. The coated or emulsion side of the standard reversible film should face out (toward the lens) and the shiny side should face in. (Duplicate *positive* films made from any reversible *negative* film are wound and projected with the emulsion (dull) side in.) Next, pull the film gate lever "P" upward to open the film gate.

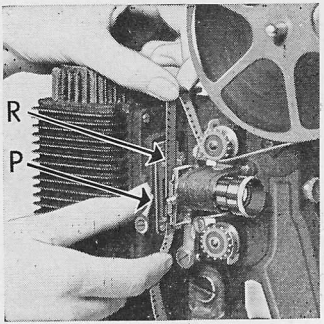
Open the feed sprocket guide "F" and the take-up sprocket guide "J" by pressing them down and up respectively as shown in Picture 4.

Place the film between the feed sprocket "E" and the feed sprocket guide "F." Engage the film perforations with the sprocket teeth and hold the film in place with the left hand



PICTURE 5

E. Feed sprocket
F. Feed sprocket guide



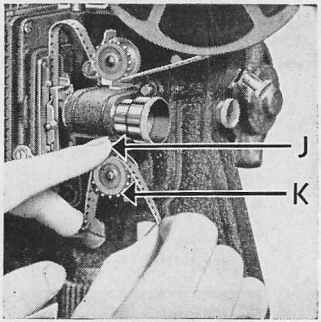
PICTURE 6

R. Film guide plate
P. Film gate lever

while *pressing up* the feed sprocket guide "F" with the right hand as illustrated in Picture 5. Note: Rewind and Take-up lever "G," (Picture 1), must be set down to "take-up" position to close feed sprocket guide "F." The roller of the feed sprocket guides (not shown in the pictures) directs the film on the feed sprockets. Do not pull the film any tighter than necessary to hold it in place. *Important:* When closing feed sprocket guide always make sure that film perforations are *properly* engaged with sprocket teeth and that film is placed between feed sprocket and the roller of the feed sprocket guide so that film will not be damaged or perforations torn.

Place film on film guide plate "R" between the gauges. Hold film between feed sprocket and film guide plate with the *left* hand making a loop of film as illustrated in Picture 6. Close film gate by pressing down on film gate lever "P".

After the projector has been used it is advisable to inspect the film guide plate, aperture shoe and film gate before threading the film. Make sure that no foreign matter has collected on these parts as it will cause *fuzzy-edged* pictures and scratch the film. For cleaning, see Page 15.

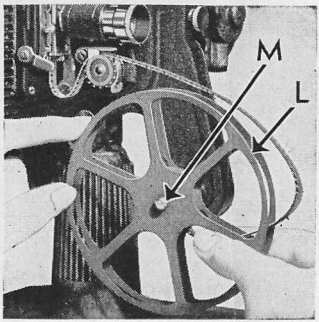


PICTURE 7

J. Take-up sprocket guide
K. Take-up sprocket

Place the film over the take-up sprocket "K" making a lower film loop the same size as the upper film loop as illustrated in Picture 7. Engage the film perforations with the sprocket teeth. Press down the take-up sprocket guide "J" while holding the film in place. Examine the *upper and lower* film loops. If they are not the same size, open the film gate and move the film upward or downward on the film guide plate, decreasing or increasing their size. When the loops are made *correctly*, make sure that the film is in its proper place on the film guide plate; then close the film gate.

Place the take-up reel "L" on the take-up reel spindle "M" as illustrated in Picture 8. Gently press the reel onto the spindle so that the trigger finger of the spindle engages with any one of the key notches of the reel hub.

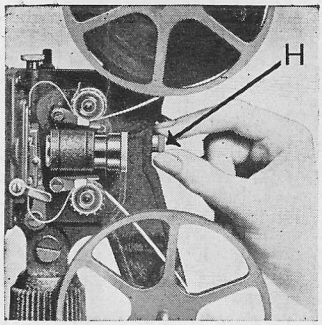


PICTURE 8

L. Take-up reel
M. Take-up reel spindle

Insert the end of the film into the hub slot of the take-up reel "L", picture 8 (or fasten the film to the hub with a small piece of scotch tape). Turn the reel clockwise to take up any slack in the film. After starting mechanism, be sure that the film winds clockwise onto the take-up reel "L".

To test the correctness of the film threading give the hand operating knob "H" several turns to the left (counter clockwise). See Picture 9. Notice how the film moves on the feed and take-up sprockets — how it *moves* along the film guide plate, if the top and bottom loops remain and if the take-up reel winds the film. If the film does not move evenly *correct* the error before the projector is started.



PICTURE 9
H. Hand operating knob

Before Projecting Pictures

After *threading* the film make sure that the clutch control lever "A," Picture 1, is set at the "Out" position and that the rewind and take-up lever "G" is set for "take-up." The motor switch "X" and the lamp switch "W" should be at "Off" position.

How to Make Electrical Connections

Insert, as far as possible, recessed plug "N" of the extension cord into the socket at the rear of the projector as shown in Picture 2. Connect the other plug to any 105 to 120 volt A.C. or D.C. light receptacle. Be sure that both plugs are pushed securely into their receptacles. Start the motor by throwing the motor switch "X" to the "On" position.

HOW TO PROJECT

How to Focus on the Screen

Throw the lamp switch "W" to the "On" position to light the lamp. Move the clutch control lever "A," Picture 1, to the "In" position. This starts the *film movement* mechanism. Run the blank film leader until the pictures appear on the screen.

Center the projected picture on the screen. If the picture is too low or too high, tilt the projector up or down. NOTE: The tilting screw "O," Picture 1, has been set at the factory for *proper tension;* however, it may be necessary to tighten or loosen the wing nut of the tilting screw, from time to time, for adjustment of tension. If the projected picture is too large, *move* the projector forward; if too small, move it backward.

Turn the lens "I," Picture 1, to the right or left, as necessary, to focus the picture on the screen for sharpness.

Projected Picture Sizes

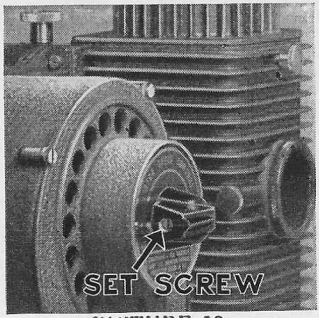
The projected picture increases in size on the screen as the distance is increased between the projector and the screen.

Distance from Projector to Screen with 1 inch Lens	*Width of Projected Picture*
5 feet	10 inches
7 feet	1 foot, 2½ inches
8 feet	1 foot, 4½ inches
10 feet	1 foot, 8½ inches
12 feet	2 feet, 1 inch
16 feet	2 feet, 9 inches
20 feet	3 feet, 5½ inches
25 feet	4 feet, 3½ inches
50 feet	8 feet, 9 inches

PICTURES ON THE SCREEN

How to Operate the Speed Control

The Rheostat speed control "Y," Picture 10, is located in the rear of the projector. Turn the control knob to the right to increase the motor speed and to the left to decrease it.



PICTURE 10

Turn the knob so that the motor will run *just above* the speed at which a flicker appears in the projected picture. Proper speed can be judged by freedom from flicker and normal action in the pictures.

The *normal* projection speed is 16 frames (pictures) per second. CAUTION—To prolong lamp life, always maintain normal motor speed.

Electric power varies greatly in certain localities. Naturally the variation in power will make a difference in the speed of your projector motor. If your motor cannot be slowed down sufficiently by turning the Rheostat knob to the extreme left, it may be necessary to adjust the Rheostat so that proper speed can be maintained.

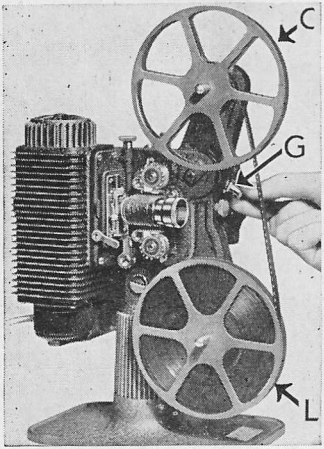
To adjust Rheostat for slower speed, turn knob to the extreme left. Loosen the set screw at the bottom of knob (see picture 10), until knob turns freely on the shaft. Turn knob to right about ½ inch. Tighten set screw. This should give you the needed reduction in speed. If not, repeat the process. Be careful, however, that machine is not run at very slow speed, as lack of ventilation will cause lamp failure.

How to Frame the Picture

If the picture frame line appears at the top or bottom in the projected picture, the picture is out-of-frame. To correct this condition, turn the framer knob "B," Picture 1, to the left or right, as necessary, until the frame line is eliminated.

IMPORTANT: Be sure that the *removable* aperture shoe "Q," Pictures 1 and 13, is pressed all the way in.

How to Rewind the Film



PICTURE 11
C. Feed reel
G. Rewind and take-up lever
L. Take-up reel

The film must be rewound from the take-up reel "L," Picture 11, to the feed reel "C," after it has been projected so that it will be *ready* for the next projection.

When rewinding the original film on the feed reel, the coated or emulsion side should face out and the celluloid or shiny side should face in. The only exception to this is when rewinding duplicate films made from an original reversible film. In this case the sides of the film are reversed on the reel; the emulsion side is wound in.

To *rewind* the film, turn off the motor switch and set the clutch control lever "A" Pictures 1 and 2, at the "Out" position. Move up the rewind and take-up lever "G," Picture 11, to the "Rewind" position.

Insert the end of the film into the hub slot of the feed reel "C" (or fasten the end of the film to the hub with a small piece of scotch tape.) The film must pass *directly* from the take-up reel to the feed reel as illustrated in Picture 11.

Turn on the motor switch. Then set the clutch control lever at the "In" position. Turning Rheostat to extreme right to "high" speed will give the motor more power and permit faster rewind.

After the film is completely *rewound,* turn off the motor switch, move the clutch control lever to the "Out" position and move the lever down to the "Take-up" position. This *sets* the controls for projecting the next picture. See Page 19 on "How to Store Films."

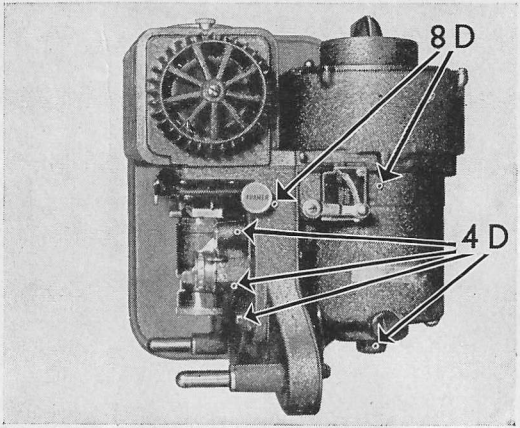
How to Project "Still" Pictures

The Revere Projector is equipped with a special perforated fire shutter for "Still" projection. This shutter moves into place *automatically* only when the clutch control lever is set at the "Out" position.

The purpose of the fire shutter is to *reduce the volume* of the light rays from the lamp so that the film will not blister or burn while it is stopped. The volume of the light is sufficient for some pictures, however the pictures will have a screened effect because of the fire shutter.

To stop for still projection, move the clutch control lever "A," Picture 1, to the "Out" position while the motor is running. If the clutch control lever does not stop the film on the *desired* picture, turn the hand operating knob "H" until the picture appears. It may be necessary to reset lens to bring the "still" picture into proper focus.

Lubrication of the Projector



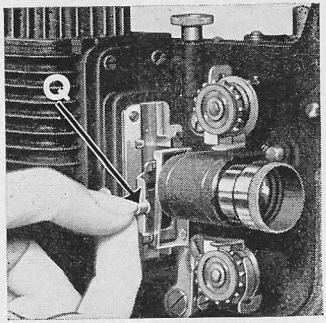
PICTURE 12
Lubrication Points
4D Points require not more than two drops of oil
8D Points require not more than four drops of oil

DO NOT OIL THE PROJECTOR MORE THAN ONCE A YEAR. That is the principal thing to remember about the lubrication of this equipment. The Revere Projector is a precision-made, expertly designed machine; so constructed that all moving parts are subjected to a minimum of wear. Oilless bearings are used to increase the life of this valuable equipment. The six oil holes, pictured in the illustration above, are the only points where oiling should be done. The Projector does not need to be oiled more than once a year; and even then it should be done very sparingly; in only the amounts stipulated above.

How to Clean the Aperture Shoe and the Film Guide Plate

The removable aperture shoe, "Q," Picture 13, and the film guide plate, "R," should be cleaned frequently. Dust and foreign matter on the shoe or guide plate will cause fuzzy-edged pictures, and may scratch the film.

To clean the aperture shoe, open the film gate "P," and pull out the shoe.



PICTURE 13
Q. Removable aperture shoe

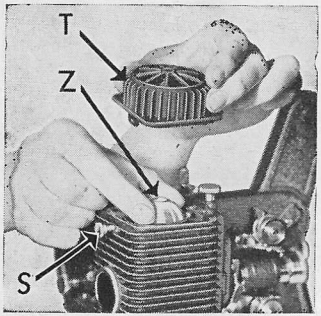
When replacing the shoe, be sure it is pushed back, completely in place, before closing gate.

Always keep sprockets and their guides clean to avoid scratching film.

Care of Lens

Do not use liquid cleaner on lens. Under normal conditions, the lens will not need cleaning. Usually, blowing on the lens elements will remove all surface dust and other foreign matter. If necessary, wipe surface of lens elements with very soft lens tissue or dry, lintless cloth. Do not touch elements with fingers.

How to Replace the Lamp



PICTURE 14
S. Lamp hood screw
T. Lamp hood
Z. Lamp

If the motor runs and the lamp switch is turned "On," the lamp should light unless it is burned out.

To remove the lamp, disconnect supply cord. Unscrew the lamp hood screw "S," Picture 14. Push the lamp hood "T" forward and lift it up. Press the lamp down and turn it to the left (counter clockwise); then lift it out of the lamp housing.

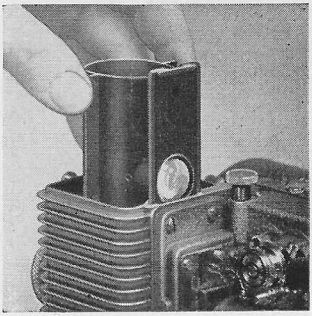
To replace the lamp, insert the new lamp into the lamp guard with the extensions on the base of the lamp lined up with the off-sets in the lamp socket. Press the lamp down and turn it to the right (clockwise). Place the lamp hood into position on the top of the lamp housing. Pull the lamp hood backward and tighten it in place with the lamp hood screw.

To test the lamp, connect the current supply cord. Turn on the motor switch and the lamp switch. Note: The lamp switch will not light the lamp unless the motor switch is also turned on. This is a necessity as the lamp when lighted must be air cooled to obtain the longest possible life.

Have the projector stand on its base when the lamp is lighted as the lamp is required to burn with the tip up. Never turn the projector upside down or lay it on its side when the lamp is burning.

The Condenser Lens

The condenser lens may be checked occasionally, and cleaned with soft lens tissue or a lintless dry cloth when necessary. To remove condenser lens from lamp housing, first remove bulb and reflector. The black metal lamp chimney then may be removed by pulling upward. (See picture 15.) The condenser lens will be found in the flat metal part at front of chimney. It is not necessary to remove the lens from the holder.



PICTURE 15
Removing Lamp Chimney and Condenser Lens

Motor Care

The heavy duty motor needs very little care. Connect only to 105 to 120 volts AC or DC, 25 to 60 cycles.

The motor brushes should last about 200 hours actual running time. We would suggest that the projector be returned to the factory for general tune up after this length service.

When Projector is Accidentally Dropped

Inspect the projector motor and if it runs sluggishly, tap the motor housing lightly to re-align the outer self-aligning bearing.

Factory Inspection of the Projector

The Revere Projector may be returned to the Revere Camera Company, Chicago, Illinois for oiling, cleaning, adjustment and repairing *whenever it is necessary*. Charges will be made according to the terms of the Revere Guarantee, printed on the card attached to the Registration Card.

Parts and service which are not covered by the guarantee or ordered after the guaranteed period will be charged for at a nominal cost.

How to Splice Films

Included with the Revere Projector is a film reel which is to be placed on the take-up (lower) spindle of the projector as the take-up reel. Films which are returned after *processing* are wound on a small projector reel. The small reel can be used as the feed reel and placed on the feed (upper) spindle.

Most operators prefer to splice (join) short film lengths and wind them on a large reel. Standard 8 mm Revere 300′ reels are available for this purpose and may be purchased from your dealer.

Splicing of films makes it possible to rearrange scenes into better continuity, to insert titles into place and to take out sections of the film. Films should be *spliced* on a Film Splicer to make a strong, pliable and lasting seam. See your dealer for a Film Splicer. Complete instructions for its use are included with each outfit. Many dealers splice films for their customers at a nominal cost.

How to Inspect and Care for Films

Films should be inspected occasionally for breaks or torn portions and repaired promptly. A neglected film is subject to further damage and *often means* interrupted projection. A Revere Film Splicer is useful when repairing films.

If finger marks, oil or foreign matter collect on the film, the sharpness of the projected picture will be impaired. Films should be *cleaned* when necessary. This work should be done with care. Your dealer may do this for you or can supply you with a good film cleaner.

How to Store Films

If films are allowed to remain in the open continually or subject to excessive heat they become dry, brittle and often covered with dust.

When films are not in use, they should be stored in humidor cans. It takes only a few minutes to take care of films and keep them clean and humidified.

300 Foot Film Reels and Cans

Revere 8 mm 300 foot Film Reels and 300 foot Cans are inexpensive and may be purchased from any Revere dealer.

How to Select the Screen

A beaded screen is generally considered the best for projecting *movies* to obtain the maximum sharpness and brilliancy in pictures. A screen which is self-rolling is the most convenient and easiest to keep clean; however, other types of screens are considered as being satisfactory. Screens may be obtained in various sizes.

If no screen is available, a piece of *smooth* white paper or a *clean* white cloth will do for test projection. When using cloth as a screen it should be drawn tightly at the corners, top, bottom and sides for best results.

Your dealer can supply you with a screen and recommend the most suitable type and size for your purpose. If a large screen is required for projecting pictures for a *large audience*, it can usually be rented at a moderate price.

Projector Lamps

The Revere 8 mm projector is constructed to give perfect results when used with a 500 watt lamp. **Lamps of greater wattage must not be used.**

The Revere projector may be used with a 300 watt or a 400 watt lamp with satisfactory results. These lower wattage lamps and 500 watt replacement lamps may be purchased from your dealer.

Always have a spare lamp on hand, especially when projecting movies for commercial purposes.

The 500 watt lamp supplied with the "Revere" is a T-10 biplane filament type bulb with the standard General Electric medium prefocused base and opaque top. It has precision alignment of light sources. Care should be taken to be sure that the lamp is properly inserted in the socket and sets vertically.

The Reflector

It should not be necessary to adjust the reflector, except after it has been removed for removing the lamp chimney. The important thing to remember is to be sure that the reflector is not pushed in to the lamp housing past the outside edge of the lamp chimney. This will then leave plenty of air space for proper ventilation of the bulb.

Where to Seat Your Audience

The audience should be seated on either side or in front of the projector and out of the path of the light rays. The line between the audience and the screen should be at right angles to the picture surface of the screen.

For *comfortable* viewing of movies the projection screen should be placed just above the eye level of the audience when seated.

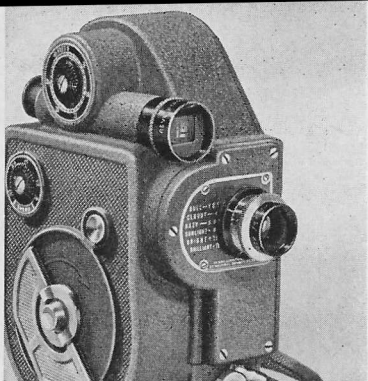
The projected picture should be of *average* size, neither too large nor too small for eye comfort. Increasing or decreasing the distance between the projector and the screen will change the size of the projected picture.

Projection of "Stock" 8 mm. Films

All standard 8mm. films can be projected with Model 80 Revere Projectors. The Revere single 8 Panchromatic Film is standard 8 mm. size.

For the very *finest movies* we recommend that the Revere 8 mm. Camera be used when taking pictures, and that the Revere Projector be used for projecting them.

Stock films, standard 8 mm. size, can be projected with the "Revere" to *add variety* to your movies. Your dealer can supply them.



Revere Double 8 mm. Movie Camera Model 88

The "Revere Double 8" brings home movie economy to everyone. This neat, easy to operate, streamlined camera . . . designed with a combination of better mechanical features plus exclusive Revere developments . . . satisfies even the most critical. It takes "Theatre Quality" 8 mm. movies. The compact, palm size and light weight case makes it an agreeable companion whether used indoors or outdoors.

Takes Full Color or Black-and-White Movies

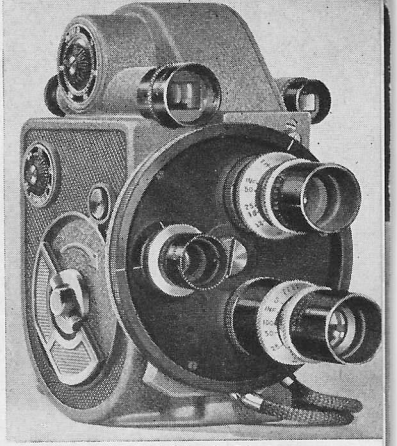
With a background of professional cinematographic experience dating back to 1912 the designers and engineers of "Revere" have developed this outstanding instrument. It takes all standard Double 8 film spools . . . either full-color or black-and-white film. The economical 8 mm. film can be projected on the screen with the finest results . . . steady, sharp and brilliant.

Sprocket Takeup Control

It's easy to thread . . . makes a film loop automatically. An ingenious, retarding film sprocket *controls* the take-up and *eliminates* all gate strain and jamming. No snubbing of film. Other features: spring tension for film width variance . . . recessed gate plate prevents film scratching . . . Special Revere Velostigmat lens . . . screw type removable lens mounting . . . non-glare, parallax-corrected optical view finder . . . 5 speeds, 8 to 32 frames per second . . . adjustable footage meter . . . Eastman standard spindles and spool insure correct threading of Double 8 film . . . 5 ft. spring-motor . . . helically cut gears . . . stainless steel aperture and gate plate . . . 160° rotary disc shutter—1/35 of a second speed . . . precision-built shuttle film movement . . . positive governor speed control.

With 12.5 mm. F:3.5 Universal Focus Lens
With 12.7 mm. F:3 Universal Focus Lens
With 12.5 mm. F:2.5 Universal Focus Lens
With F:1.9 Focusing Mount Lens

Revere Double 8 mm. Turret Camera Model 99



Revere has now made it possible for the amateur to own a Turret 8 mm. camera at a nominal price. The "Revere Turret" is exquisitely proportioned and graceful in design. You'll like its richly-textured, permanent finish . . . the new vogue in camera styling. You have professional advantages with this fine camera and are always ready for all movie opportunities.

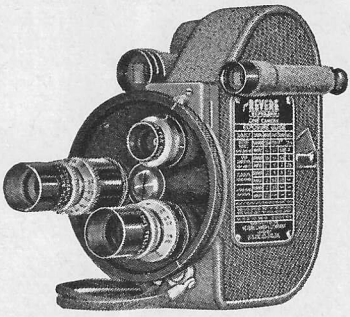
Quick Change from Close-up to Magnified Shots

You can change from close-up shots to those magnified two or three times by merely *rotating* the turret head. This fine instrument takes the highest quality movies comparable to those taken with the costlier 16mm. cameras. The "Revere" uses standard 25-foot double 8mm. Kodachrome or black-and-white films.

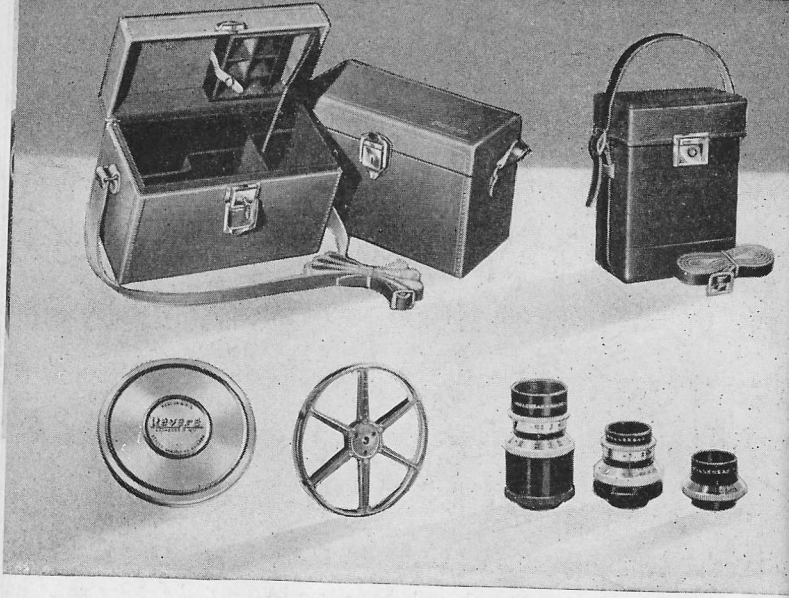
In addition to recreational and home movies, use the "Revere Turret" for other widely diversified subjects . . . the production of educational, industrial and commercial motion pictures.

Rotating Turret Head for Three Revere Lenses

The Revere Turret Camera, Model 99 has the same fine mechanism as the Revere Double 8 Camera plus a rotating turret head for three screw type lenses and an extra optical view finder (32 mm.) for telephoto shots. Correct lens position is assured by precision index mechanism. See page 24 for extra camera lenses. Complete with 3-lens turret, one F:2.5, 12½ mm. Revere-Wollensak Velostigmat lens and two view finders.



The "Camera of Cameras" with Basic Superiorities



Revere Ciné Accessories

Carrying case for Revere Double 8 Turret Camera. Custom-built . . . selected top grain cowhide . . . richly lined . . . dustproof . . . partitioned for camera, films, lenses and filter . . . adjustable strap . . . attractive lock-catch with key.
No. 522 (see picture, top at left).

Carrying case for Revere Double 8 Camera. Custom-built . . . selected tan cowhide . . . fully lined . . . adjustable strap.

No. 322 (see picture, top at right).

Revere 300-foot reel container.

Revere 300-foot capacity, reinforced steel reel.

EXTRA CAMERA LENSES—Special Revere—Wollensak Velostigmat lenses with mounting fitted specially for Revere. Your dealer can supply you.

F:1.9, 12½ mm. Focusing Mount

F:2.7, 1-inch Telephoto Focusing Mount

F:3.5, 1½-inch Telephoto Focusing Mount

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Revere Projector Case

A durable, *high grade* projector case with reinforced metal corners . . . metal reinforced sides . . . strong hinges . . . durable-catch lock . . . reinforced *bakelite* carrying handle . . . rubber mounts . . . durable, black, grained leatherette covering . . . *rich* cloth lining.

Projector is *protected* and held rigidly into place by a block and brace combination . . . an *exclusive* Revere development. Separate compartments with individual snap-lock covers for reels and lamps.